Listing of the Claims:

Please amend the claims as follows and replace all prior versions and listings of the claims in the application with the following listing of claims:

1-12. (Canceled)

13. (Original) A method for providing simultaneous context based audio interaction among a plurality of participants in a network based gaming environment, the method comprising:
establishing a network based game environment containing a plurality of game participants;
maintaining a game state profile for each one of the game participants; and
establishing one or more voice over internet protocol based audio conferences among the game participants based upon the game state profiles.

14. (Original) The method of claim 13, wherein the step of maintaining a game state profile comprises maintaining a game state profile for each participant in a single centralized game server.

15. (Withdrawn) The method of claim 13, wherein the step of maintaining a game state profile comprises maintaining a game state profile for each participant in each one of a plurality of distributed game servers associated with each participant.

16. (Original) The method of claim 13, wherein the step of establishing an audio conference comprises establishing a session initiation protocol based voice over internet protocol based audio conference.

17. (Original) The method of claim 13, wherein the step of establishing an audio conference comprises determining at least one group of game participants possessing a shared context that permits the transmission or receipt of audio communications among game

participants in the group.

18. (Original) The method of claim 17, further comprising modifying the group of participants based upon changes in the game state profiles of game participants in the group.

19. (Original) The method of claim 18, wherein the step of modifying the group of participants comprises removing participants or adding participants.

20. (Original) The method of claim 17, further comprising determining a plurality of groups of participants wherein each group of game participants possessing a shared context that permits the transmission or receipt of audio communications among game participants in that group.

21. (Original) The method of claim 20, further comprising dynamically switching at least one participant between two distinct groups.

22. (Original) The method of claim 13, wherein the step of establishing an audio conference comprises delivering an audio signal to each audio conference participant that comprises the sum of all received audio signals from all other audio conference participants.

23. (Original) The method of claim 13, wherein the step of establishing an audio conference comprises determining an audio feature vector for each pair of audio conference participants based upon the game state profiles associated with the participants; and modifying audio signals transmitted between the pair of audio conference participants in accordance with the audio feature vector.

24. (Original) The method of claim 23, wherein the audio feature vector comprises information about distance, direction, communication medium, transmission frequency or

transmission amplitude.

25. (Original) The method of claim 23, further comprising modifying the audio feature vector in response to changes in the game state profiles of the audio conference participants.

26. (Original) A computer readable medium containing a computer executable code that when read by a computer causes the computer to perform a method for providing simultaneous context based audio interaction among a plurality of participants in a network based gaming environment, the method comprising:
establishing a network based game environment containing a plurality of game participants;
maintaining a game state profile for each one of the game participants; and
establishing one or more voice over internet protocol based audio conferences among the game participants based upon the game state profiles.

27. (Original) The computer readable medium of claim 26, wherein the step of maintaining a game state profile comprises maintaining a game state profile for each participant in a single centralized game server.

28. (Withdrawn) The computer readable medium of claim 26, wherein the step of maintaining a game state profile comprises maintaining a game state profile for each participant in each one of a plurality of distributed game servers associated with each participant.

29. (Original) The computer readable medium of claim 26, wherein the step of establishing an audio conference comprises establishing a session initiation protocol based voice over internet protocol based audio conference.

30. (Original) The computer readable medium of claim 26, wherein the step of establishing

an audio conference comprises determining at least one group of game participants possessing a shared context that permits the transmission or receipt of audio communications among game participants in the group.

31. (Original) The computer readable medium of claim 30, further comprising modifying the group of participants based upon changes in the game state profiles of game participants in the group.

32. (Original) The computer readable medium of claim 31, wherein the step of modifying the group of participants comprises removing participants or adding participants.

33. (Original) The computer readable medium of claim 30, further comprising determining a plurality of groups of participants wherein each group of game participants possessing a shared context that permits the transmission or receipt of audio communications among game participants in that group.

34. (Original) The computer readable medium of claim 33, further comprising dynamically switching at least one participant between two distinct groups.

35. (Original) The computer readable medium of claim 26, wherein the step of establishing an audio conference comprises delivering an audio signal to each audio conference participant that comprises the sum of all received audio signals from all other audio conference participants.

36. (Original) The computer readable medium of claim 26, wherein the step of establishing an audio conference comprises determining an audio feature vector for each pair of audio conference participants based upon the game state profiles associated with the participants; and
modifying audio signals transmitted between the pair of audio conference participants in

accordance with the audio feature vector.

37. (Original) The computer readable medium of claim 36, wherein the audio feature vector comprises information about distance, direction, communication medium, transmission frequency or transmission amplitude.

38. (Original) The computer readable medium of claim 36, further comprising modifying the audio feature vector in response to changes in the game state profiles of the audio conference participants.